<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
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<tbody>
<tr>
<td>8:00-8:45</td>
<td>Breakfast/Digital Discovery Sandbox and Onsite Registration</td>
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<tr>
<td>8:45-10:00</td>
<td>Keynote by Leslie Fisher, Grand Hall</td>
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<tr>
<td>10:10-11:00</td>
<td>The Digital Sandbox and Vendors will be open all day for you to come and explore!</td>
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<tr>
<td>11:10-12:00</td>
<td>Lunch/Digital Discovery Sandbox</td>
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<tr>
<td>12:10-1:20</td>
<td>Lunch/Digital Discovery Sandbox</td>
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<tr>
<td>1:20-2:10</td>
<td>Integrating an LMS with Algebra 1 SOL Remediation and Flipping a Classroom!</td>
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<tr>
<td>2:20-3:10</td>
<td>Do Pearls Grow on Trees?</td>
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<td>3:15</td>
<td>Join us in the Grand Hall for a “Treat UP!”</td>
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<td></td>
<td>Closing Session - Door prizes - Grand Hall</td>
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Keynote by: Leslie Fisher

Leslie Fishers interest in technology began while studying music at the University of Southern California. She quickly realized the value of utilizing computers for music mixing and recording. She grabbed her 300 baud modem, jumped on the Internet (before anyone really called it the internet) and started looking for music resources. She soon realized she was spending more time discovering technology than playing music so she changed her major and tried to figure out what geeky thing she could do for the rest of her life.

After graduating from USC with a Business and Marketing degree in 1989 and a quick stint as a Trainer, Leslie joined Apple Computer in 1992. When the Internet took off in 1994, Leslie was one of the first Apple employees assigned to study Internet growth and implementation.

In 1997, Leslie was roadkill on Apple’s road to recovery and part of their massive lay off. Leslie planned to spend most of her huge severance package golfing and waiting a few months to look for a job. The day after her layoff, her phone began to ring with Apple customers requesting consulting, training and presentation services. Before she could say fore, Fisher Technologies Inc. was created to help educators with their technology implementations and decisions.

Fisher Technologies Inc. is now a worldwide company (meaning one employee named Leslie gets to travel the world teaching) specializing in presenting emerging and exciting technology solutions to educators all over the world. Learn more about Leslie at: http://lesliefisher.com/

Session Descriptions by Title (Alphabetical)

"#noonelooksatthewebpageanyway #TCPSTeaches" Communication and Climate Change with Twitter—Jill Vogel, Michelle Brown
Tazewell County Public Schools breathes new life into its lines of communication with Twitter. Parents, students, and community members stay informed as the district office, schools, teams, and organizations tweet about events, news, and learning experiences. In a rural area, the adage “tell your story or someone else will” really hits home, and Twitter enables us to tell our schools’ stories via an expansive social network. This session will share best practices we’ve learned on our Twitter journey and will assist those who are newbies or who have been hesitant to join Twitter. @TCPSchools @VogelVerbs @GrahamGmen

3D Printing in the Classroom—Debbie Browning
3D printing is an exciting new technology that’s sweeping the business world as well as the classroom. From math, science, and technology classrooms to school libraries, students are imagining the world in three dimensions and seeing objects print right in front of them. How can you incorporate 3D printing in your classroom? This session will give you great ideas for any curriculum, then finish with a Q&A session. Plus you’ll get to experience 3D printing firsthand with a MakerBot Mini Replicator that will be on site. Presenter Debbie Browning has been using 3D printers in the classroom for 3 years and has three printers in her classroom.

A Preview of Coming Attractions: The Future of Education—Judy Honaker
A sampling of apps, extensions, websites, and resources that can be used in a technology rich educational environment.

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Audacity in the classroom—Jennifer Bunn and Jude Raffeinner
In this session, the software "Audacity" will be used to demonstrate the many uses it has for teachers and students in the classroom. Attendees will gain insight to the many uses that Audacity has for a classroom teacher. From creating "Audio Tests" for IEP accommodations to student creation of MP3 files for English, History, or any subject. Attendees will learn how the software works, listen to student created MP3 samples, and gain an understanding of Audacity's many uses for the classroom teacher. Attendees will have time to explore the many features that the software has in order to begin creating lesson ideas and MP3 files that can be used in the classroom.

Augment Your Reality—Leslie Fisher
One of the fastest growing technology practices, Augmented Reality takes places, locations and materials and adds an additional dimension of content and learning that has never been experienced before. Augmented Reality is not just being used in the classroom, but the boardroom, billboard, magazine, city and much much more. We will also show you how easy it is to create your own Augmented Reality.

Classflow—Image a Classroom so Bright you have to wear shades!—Penny Izquierdo and Chad Schnell
Imagine dynamic “in the moment” student collaboration where ANY content, ANY connection, ANY device becomes accessible ANYwhere. Introducing ClassFlow 4.0! The award winning cloud-based lesson delivery system, which has been shining light on the transformation of the modern classroom, now includes ClassFlow desktop! Turning ANY content into shareable content with full assessment capabilities. Classflow allows you to quickly upload resources from your google drive, one drive, or drop box accounts. Pair this new feature with ClassFlow Connect to create a solution that allows for multi-user mirroring, instant white-boarding, and multi-browser accessibility, taking your classroom devices to the next level. Put on your shades, sign up at http://www2.prometheanworld.com/secc bring a device to revolutionize student engagement! Classflow can be used on any interactive board or projector!

Collaborating through Google Classroom—Matt Hurt
The Comprehensive Instructional Program is launching a new initiative this fall to allow teachers to collaborate across school division lines and share materials to help lighten the load on everyone. We plan on using Google Classroom as the platform. Come meet with us to become an early adopter of this great new concept.

Do Pearls Grow on Trees?—Michael Kevin Marcus
In today's world, everyone is looking for ways to collaborate and share with students and colleagues. Yet with so many choices where can you turn? One solution is PearlTrees! PearlTrees is a collaboration tool that allows users to organize, explore, share any URL, pics, files and notes. Not only does its unique and simple visual interface allow users to curate and share just about anything, it sparks cognitive memory with its visual interface.
In this presentation, we will look at how to use PearlTrees and how teachers at Coeburn Primary School are using it in the classroom with their students in conjunction with Google Apps for Education, and how it is also being used in professional development at the school.

DreamWakers—Monica Gray, Annie Medaglia, facilitated by Adrienne Hood
DreamWakers brings engaging, upbeat professionals from around the world into local classrooms via Google Hangout to inspire and expose students to new people and career opportunities they wouldn't have otherwise encountered. Additionally, DreamWakers provides a platform for students to think about the broader context of their studies. Through this, schools districts can still look to local alumni or local professionals, but they can also tap into a network of engaging, vetted professionals across the U.S. and world, while also enhancing connections between districts and their distant alumni. Examples of individuals that we're bringing to classes and programs this summer are folks from Google, the U.S. State Department, and Nike, and a music app developer, to name a few.

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Dynamic Variation: Thousands of Possible Problems—Chris Headlee
An overview of Examview software’s dynamic variation applications to math problems on worksheets, quizzes and tests, and the SOL. Specific examples focus on Algebra I and Geometry but can be applied to other grade levels. Printed copies of worksheets include distance and midpoint for Geometry, and Summer Job and Business Labs from Algebra Functions and Data Analysis. On-line and paper copy versions of SOL questions from Geometry chapters. On-line and paper copy versions of 2013 and 2014 versions of released Geometry SOLs and of 2013 version of released Algebra I.

Edmodo & Web Tools to Engage Learners—Kim Rhodes
If you can't beat 'em, join 'em! What do today's learners enjoy? Social media, video games, and rewards! In this session we will explore Edmodo and other web sites that will appeal to students and facilitate communication and learning.

Flip your classroom with Google Cardboard! Virtual Reality in the classroom—James Jones
Use virtual Reality in your classroom with Google Cardboard. I will show you how to use the google cardboard with the following: Google Streeview, The Cardboard app itself (Android, iPhone) which includes the following. . . Earth: Fly where your fancy takes you on Google Earth Tour Guide: Visit Versailles with a local guide My Videos: Watch your videos on a massive screen Exhibit: Examine cultural artifacts from every angle Photo Sphere: Look around the photo spheres you've captured Watch YouTube videos in 360, here are some videos to try out
The New York Times, Titans of Space Guide to the Planets (Android), Orbulous, which the makers describe as “just looking at things.” What things? Greenbot reports “You’ll see vivid, 360-degree photos from around the world, whether it’s mingling amidst tourists on aging architecture, looking out over a city surrounded by sparkling blue water, or even taking in the sights within a museum. A small bit of background noise adds to the immersion.” (Android), Polar Sea 360° is a 10 part television series and interactive journey that follows sailors, scientists, hunters and artists on a journey through the Arctic’s Northwest Passage. Part of the series was shot using revolutionary 360 degree cameras, that put you in the center of the action and let you experience the Arctic like never before. (Android, iPhone), YouVisit VR lets you step into exotic locations like Machu Picchu; browse leading colleges and universities, including Harvard and Yale; become immersed in breathtaking live events like TomorrowWorld.

Form Publisher and Other Addons for Google Forms—Daniel Vanover and Jason Hicks
This session will focus on using Add-Ons to enhance the experience of using Google Forms and other Google Apps for Education. Topics will include add-ons such as Form Publisher, an addon used by teachers, administrators, and instructional technologists in Wise County Public Schools to generate documents such as discipline referral forms, certificates, nurse forms, field trip requests, professional leave requests, and other commonly used documents using Google Forms. Other topics will include Autocrat, another addon that generates documents from Google Form submissions and Flubaroo, an add-on that will auto-grade submissions to tests created in Google Forms.

Gamification of the Classroom: Getting Kids to Buy-in—Adam Lallande
People love to play. Whether your students are in kindergarten or college, adding fun to classroom learning by playing games is a positive and effective way to engage students. Your students are already master game players, whether those games are technologically based or not. Use this knowledge and expertise everyday by gamifying your classroom because play doesn’t have to be reserved for recess anymore. Gamification is the use of gaming principles in the field of education in order to get students involved, engaged, and excited about learning. Gamification introduces concepts like badges, levels, achievements, and game points to the classroom.

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Gamify My Google—Christi Collins, Jason Hicks, Kevin Marcus, Daniel Vanover, and Jesse Roberts
Looking for more exciting ways to motivate and engage learners? In this session, you will learn ways you can take Google Apps to the next level by adding a little gamification. Join us as we demonstrate how you can use the Google Apps platform to create your own quests, leaderboards, badges, XP and more. Walk away inspired and ready to create your own game plan for a successful new school year!

Going Crazy over add-ons for Google Forms!—James Jones
Google products are among the best available for teachers, not only gmail, calendar, drive, and sites, which work well for communicating and staying organized, but also Forms for use in assessment. Google Forms is a terrific way of assessing student learning, especially in conjunction with the add-on product Flubaroo. Come and explore how forms will work on its own, and for beginners, it is best to get familiar with Forms before tackling Flubaroo. Flubaroo is a program (a “script”) that grades student responses, so it saves you time, but it is not necessary for beginners to learn.

Google Computer Science First Club How-To—Terry Hawthorne
Google Computer Science (CS) First Clubs provide no-cost, easy-to-use materials that schools can use to introduce their students to computer science concepts. The CS First Clubs target students in grades 4-8. The presenter, who has helped organize Google CS First Clubs in Smyth County, will walk participants through the process of registering the club, organizing meetings, and helping the students with the activities. Since students use the Scratch programming language to create their club projects, the workshop will include a brief tutorial to the Scratch language.

Google Goodies for Your Tech Toolkit—Lisa C. Hurst
Learn about all kinds of Google goodness to fill up your technology toolkit. In this session, we will explore the many apps, extensions, and awesome Google gadgets to inspire and motivate teachers to get on the Google bandwagon.

Google Sheets and Fusion Tables—Terry Hawthorne
This workshop will introduce participants to Sheets and Fusion Tables, two Google Apps for Education products. Sheets is Google’s spreadsheet application. It is similar to Microsoft Excel, so much of the material covered in the workshop will also apply to Excel. Fusion Tables is a program that can be used to analyze and visualize data stored in Sheets. It includes the ability to create interactive maps based on your data. The workshop will demonstrate an activity that enables multiple students to collaborate on a project, then build an interactive map to display the results.

Integrating an LMS with Algebra 1 SOL Remediation and Flipping a Classroom!—Jennifer McGee and Abbey Kitts
Incorporating Schoology (a learning management system) in Algebra I SOL Remediation. Audience will learn how to incorporate Schoology in daily classroom practices as well as SOL remediation.

Introducing Coding to Your Classroom: Grades K-12—Cindy Nickodam
Generate excitement about coding and introduce students to computer science by participating in the Hour of Code. Go beyond the Hour of Code and explore free computer science courses. Through the coding lessons, students will learn to ask for help, accept and explore failure, use critical thinking skills and have fun during the process. Students will get a taste of how the digital world runs and learn how they can contribute to the process. Wide range of resources for every grade level will also be shared so students can continue to play while learning throughout the school year.

Introduction to Lego Robotics - Taking the fear out!—Shanda Sinnett
In this hands-on session participants will learn the basics of Lego robotics from turning them on to manipulating them with iPads to perform simple tasks. Come play with the robots and become a fearless leader of the robot force. We will explore the basics of Lego robotics, teach participants how to connect the robots to a free iPad app

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(that can also be applied to an iPhone), share resources for grants to purchase them, share information on ordering the right robot (there is a trick to it), share what I learned as our school system went from no robots to competing in our very first FIRST Lego League competition in a few short months, and share information on how to start robotics clubs in your school.

Introducing NEWLINE—Win Anderson  TBA

iPad in Early Childhood—Meg Wilson
More than ever, teachers are using iPad and digital content to create interactive, engaging experiences for early learners. Come to this event to see how iPad and the Apple content ecosystem for education can make early childhood education more relevant and more personal. View interactive curriculum-focused apps that engage students and personalize learning. Explore creativity tools on iPad that let students share knowledge in compelling new ways. Learn how you can personalize content for early learners.

Kindergarten Math Morning Meeting with Smart Notebook—Leslie Dickenson and Nancy Bolling
This is a very practical tool for elementary classroom math teachers and part of our daily instruction. Smart Notebook software is used to present an overview of calendar, hundreds board, tallying, counting, one more / one less, graphing, ruler, thermometer, scale, money, patterns, ordinals and position, addition, subtraction and other grade level math SOLs. Vocabulary from the curriculum framework is highlighted with each topic. Can be easily adapted for other grades. If we can do it, you can do it. Students who are exposed to the daily "Morning Board" math experience are familiar with terminology and skills as each topic is taught more in depth during classroom instruction throughout the year. We would be glad to share this file with any teacher who is interested and welcome any new ideas from other elementary teachers that will help our students strengthen their understanding of mathematics.

Learning Games—Janice Eldridge
Come and explore the use of Kahoot.it used for creating and playing learning games using computers, laptops, and personal devices like phones and tablets.

Push Less Paper: Making Your School/District Run Easier and More Efficient—Jason Hicks and Daniel Vanover
No one likes to push paper. It is probably one of the things we like the least about working in education or any industry. Documentation must be done, instead of battling it day after day overcome it by using Google Forms in a novel way. We’ll share with you how the Wise County School District took the power versatility of Google Forms to reduce the amount of everyday paperwork for teachers, school administrators, and district administrators. The innovative practice has saved time, by enabling teachers and administrators to more efficiently complete common tasks, such as student discipline forms, student monitoring, field trip requests, teacher intent surveys etc., allowing them to serve students more and push paper-less.

Reading, Writing, and . . . Technology? From Storybird to No Fear Shakespeare, creative ways to utilize technology in an English classroom—Stephanie Martin
As a former Virginia Tech Instructor, I thought I was familiarly comfortable with technology, especially after having taught an online Business Writing course for over 10 years. However, as a first year high school English teacher, I was handed a group of students and a Chromebook and asked to integrate the "old" with the "new." This session explores my experiences with things that worked, and things that didn't. My objective is to share my experience with others and talk about using sites helpful to English classes such as Storybird and No Fear Shakespeare as well as helpful Google apps, such as voice recognition and citation helpers. The outcomes I hope for include collaboration of ideas and increased comfort with integrating computers into core courses, including English.

Say Hello to ALEKS, the McGraw-Hill Complete Digital Learning Solution for RED HOT Math RESULTS!—Colette Retrosi
Come meet ALEKS, the only artificially intelligent, online adaptive learning solution for math grades 3-12. This hands-on session will guide you through both the student

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experience and the instructor module, demonstrating how the robust reporting can drive classroom instruction. ALEKS will determine not only what your students know and don't know, but most importantly, what they are READY TO LEARN, supporting them with individualized pathways to success.

**To Plicker or Clicker….That is the Question!!—Megan Davis**

Are you tired of grading pre/post tests and other formative assessments by hand? Tired of all of the papers piling up around you? Plickers is a website that offers a FREE and fun way to gather data from formative assessments and it does it all right through your smart phone!! It works similar to how a QR code works. During this session you will participate as a student in an interactive Plicker lesson. Demonstrations will be shown on how to access reports and use the Plickers website. You will also begin creating your own Plicker account and classroom so that the moment you walk into school in the Fall you can begin using Plickers in your own personal classroom.

**Tools You Can Use Tomorrow—Leslie Fisher**

We have never had so many resources available to us in educational technology as we do right now. There are also some very promising things due out which will have a profound effect on both our time in the classroom as well as out. This class will overview some of the top tools available now. Web 2.0, Mobile, Apps and hardware will all be discussed.

**Twitter—Leslie Fisher**

Think that Twitter is simply a way to tell people you are having coffee or stuck in traffic? Heck no! Used effectively Twitter can be used by educators to explore and expand their professional development and classroom activities! This class will introduce you to Twitter, show you how to set up an account, how to tweet, how to follow people who are doing more than talking about coffee and traffic and most importantly, find educational resources using Twitter hashtags and educational chat.

**Twitter PD: Use the Power of the Hashtag to Expand Your Professional Learning Network—Sarah Whisenhunt**

Hundreds of teachers meet for professional development every day, but it’s not in a conference room. It’s all on Twitter! Learn about how you can use Twitter to find various educational professional development chats using the hashtag (#) or how to create your own.

**Using SMART Notebook Lesson Activities in Middle School Math—Teresa S. Turner**

In this session teachers will learn how to use SMART Notebook software to create high-impact interactive lesson activities that are engaging for students. The program contains templates for several activities that teachers can use to keep their students involved and make learning fun. There are over a dozen types of customizable activities including: anagram, category sort, image match, labeling, fill in the blank, keyword match, multiple choice, drag and drop, pairs, tiles, and word guess. To make the most of your session, bring one of your math lessons to create a template from, along with a flash drive for downloading purposes. If you have a laptop computer with the most recent version of SMART Notebook software, bring it as well.

**Using Wixie/Pixie for Digital Storytelling Across the Curriculum—Scott Loomis**

To engage our learners, we need to embrace the technology tools digital-age students have come to expect. Learn how to use Wixie/Pixie to help develop the intellectual curiosity, as well as creativity, critical thinking, communication and problem solving skills necessary for students to succeed in the 21st century. Come explore digital storytelling lessons, strategies, and student-created technology projects that promote a deeper understanding of content.

**Virtual field trips using Google Maps—Jesse Roberts**

This session will cover how to use features of Google Maps to explore the world. We will discuss the My Maps feature of Google Maps. My Maps allows teachers to collect and have maps readily available.

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